Xenosaga®

EPISODE II

Jenseits von Gut und Böse

TEEN
T
CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Xenosaga EPISODE II

Jenseits von Gut und Bose

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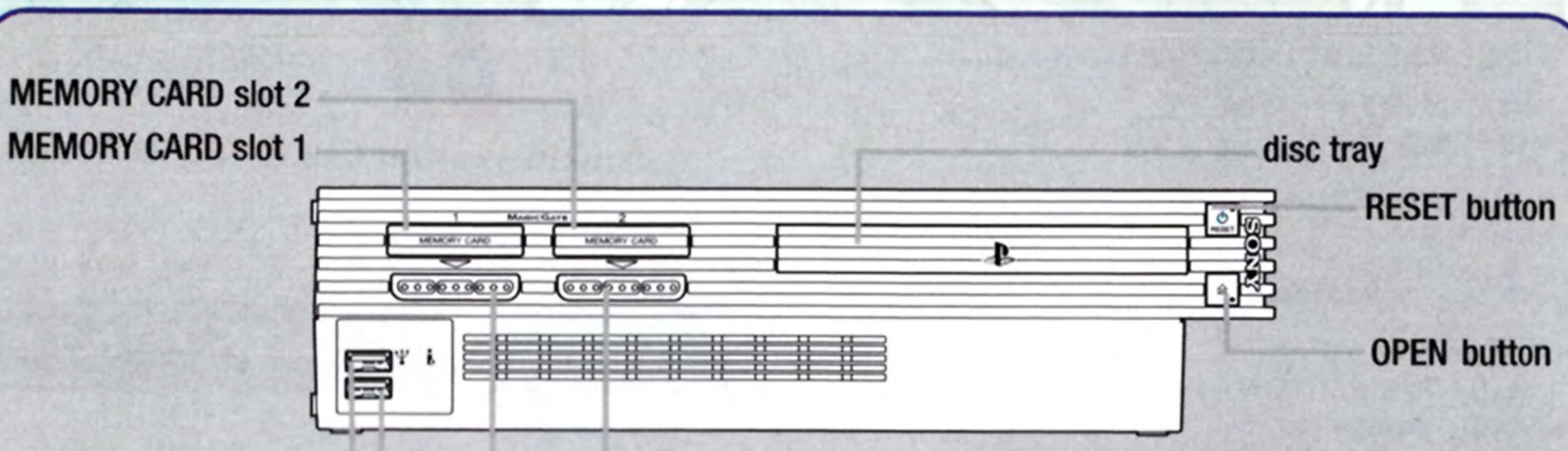
DOLBY DIGITAL

This game features audio produced with Dolby Pro Logic II during gameplay, and movie scenes produced with Dolby Digital 5.1. Choose an audio mode compatible with your sound environment. Also, be sure to set the PlayStation®2 DIGITAL OUT (OPTICAL) system setting to "On" when using an optical digital cable.

When "Dolby Pro Logic II" is selected in the Options Menu (see pg. 10), the audio for the entire game is played in surround sound. Connect the PlayStation®2 DIGITAL OUT (OPTICAL) connector or the AV MULTI OUT connector to the Dolby Pro Logic IIx, Dolby Pro Logic II or Dolby Pro Logic decoder internal AV amp, turn one of the features on, and then select "Dolby Pro Logic II" to play the game in surround sound. Dolby Pro Logic II is compatible with both stereo and Dolby Pro Logic, enabling players with devices that do not support Dolby Pro Logic II to enjoy the audio as well.

Movie scenes will play in Dolby Digital 5.1 when the optical digital output setting is set to Dolby Digital 5.1. Use an optical digital cable to connect the PlayStation®2 DIGITAL OUT (OPTICAL) connector to the Dolby Digital Decoder internal AV amp's DIGITAL IN (Optical) connector. When the AV amp's Dolby Digital 5.1 mode activates, the AV MULTI OUT connector audio is cancelled and audio is only outputted from the PlayStation®2 DIGITAL OUT (OPTICAL) connector. All audio except for movie scenes is then played with Dolby Pro Logic IIx, Dolby Pro Logic II or Dolby Pro Logic, depending on the AV amp's compatibility. This game features both Dolby Digital and PCM audio. The audio mode can automatically adjust to the audio output format with some AV amps, but not with others. Check your AV amp or receiver instruction manual to see whether or not the automatic detection feature requires activation.

setting up*



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Xenosaga® EPISODE II** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

This game uses 34KB of space on a memory card (8MB)(for PlayStation®2). The first time you play, you can create a file region for **Xenosaga® EPISODE II** on the memory card (8MB)(for PlayStation®2). Each memory card (8MB)(for PlayStation®2) can save up to 20 **Xenosaga® EPISODE II** saves. However, multiple file regions cannot be created on a single memory card (8MB)(for PlayStation®2). See page 5 on how to save.

controls

Xenosaga EPISODE II Jenseits von Gut und Böse

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

This game only supports the DUALSHOCK®2 analog controller, and only when connected to controller port 1.

* *The ANALOG mode button is always on (mode indicator: red), and cannot be turned off. The vibration function can be turned ON / OFF in the Options Menu (see pg.10).*

* *To perform a soft reset, press the:*

L1 button + **L2** button + **R1** button + **R2** button + **START** button + **SELECT** button

getting started

The Title Screen will appear after the **Xenosaga® EPISODE II: Jenseits von Gut und Böse** disc has been properly inserted and started. Select "NEW GAME" if playing for the first time, or "CONTINUE" to continue playing a previously saved game. Confirm your selection with the ◉ button.

NEW GAME

Play **Xenosaga® EPISODE II: Jenseits von Gut und Böse** from the beginning. Before starting the game, first perform a **Xenosaga® EPISODE I: Der Wille zur Macht** Clear Data Check, and configure various settings.

CLEAR DATA CHECK

If you have a memory card (8MB)(for PlayStation®2) with clear data from **Xenosaga® EPISODE I: Der Wille zur Macht,** insert it into either MEMORY CARD slot 1 or MEMORY CARD slot 2 and select "Yes" to receive bonus data.

* ***Xenosaga® EPISODE I: Der Wille zur Macht*** *clear data is not required to play this game.*

CONFIGURATION

Configure the Subtitles, Audio Output, and Digital Output (Optical) settings. Use the left analog stick or the directional buttons ⬆ and ⬇ to select an option, and ⬅ and ➡ to change the setting. Press the ◉ button to exit the Configuration Screen. Other in-game settings can also be configured after the game begins by selecting "Options" (see pg.10) from the Main Menu.

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Jenseits von Gut und Böse

CONTINUE

To load saved data and to continue to play, insert a memory card (8MB)(for PlayStation®2) with **Xenosaga® EPISODE II: Jenseits von Gut und Böse** saved data into either MEMORY CARD slot 1 or MEMORY CARD slot 2, and select the appropriate slot. Next, select the saved data you wish to load. Review the story progress in "The Story So Far..." screen, and press the ◉ button to continue the game.

CHANGING DISCS

This game consists of two discs. When playing for the first time, be sure to start with DISC 1. If the Disc Change Screen appears, follow the directions to change discs.

* *Do not insert any discs incompatible with the PlayStation®2 console when changing discs.*

For more information on disc compatibility, please refer to the PlayStation®2 console's instruction manual.

SAVING GAMES

The spinning yellow plates that appear on the map indicate Save Points. Press the ◉ button when in contact with a Save Point to open the Save Screen, which allows games to be saved. Make sure a memory card (8MB)(for PlayStation®2) with at least 34KB of free space is inserted in either MEMORY CARD slot 1 or MEMORY CARD slot 2 before saving. A maximum of 20 **Xenosaga® EPISODE II** files can be saved per memory card (8MB)(for PlayStation®2).

HP (Hit Points) and EP (Ether Points) are also recovered upon coming into contact with Save Points. Be sure to make use of this feature when encountering Save Points in Quest Mode.

game controls

This chapter introduces the basic controls used in each part of the game. For more detailed explanations, please refer to the appropriate sections and the game screen.

QUEST SCREEN

directional buttons	Move (pressure determines speed) / Select item
left analog stick	Move (angle determines speed) / Select item
○ button	Search / Talk
✕ button	Cancel / Back
△ button	Open Main Menu
□ button	Destroy target
L1 button / R1 button	Change target
R2 button	Walk (hold down the R2 button while using directional buttons / left analog stick)
START button	Pause / Cancel pause

MAIN MENU

directional buttons / left analog stick	Move cursor
○ button	Confirm
✕ button	Cancel / Back
△ button	Open / Close Main Menu
□ button	Remove equipped skill (in the Status Menu)
L1 button / R1 button	Change character / page
L2 button / R2 button	Change menu category
right analog stick	Adjust Skill Navigator angle (in the Skills Menu)
START button	Change leader (on-screen character)

BATTLES

directional buttons / left analog stick	Select item
○ button	Confirm selection / Attack
✕ button	Cancel / Display Command Menu
△ button	Attack
□ button	Attack
L1 button / L2 button	Show / Hide attack information
R1 button / R2 button	Display Boost window

CINEMATIC EVENTS

START button	Pause / Cancel pause
△ button	Skip movie (while paused)

E.S. ROBOT CHARACTERISTICS

In addition to normal characters, E.S. robots can also be controlled in the same manner listed above. Unlike the A.G.W.S., which appeared in **Xenosaga® EPISODE I: Der Wille zur Macht,** E.S. robots gain experience points and grow in abilities the same way normal characters do - by winning battles. E.S. robots can also equip certain accessories to aid them in combat in the Status Menu (see pgs.9-10).

Characters can board / exit E.S. robots at certain points in Quest Mode. E.S. robots are also manned by copilots. Change copilots in the Party Menu (see pg.10) to alter the types of special attacks that can be used.

quest mode

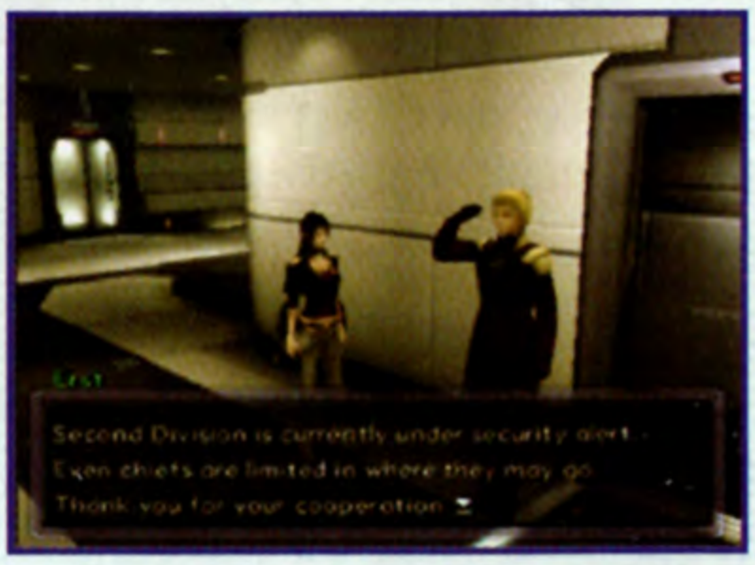
Advance through the game by talking to people and searching various places and objects while moving through Quest Mode. At times you will also encounter and battle enemies (see pgs.11-16) in certain areas.

MOVE

Use the directional buttons or the left analog stick to move the character in Quest Mode. If using the directional buttons, the speed the character moves depends on how hard the button is pressed. When using the left analog stick, movement speed is determined by the angle the stick is tilted. To walk, hold down the R2 button while moving.

TALK / SEARCH

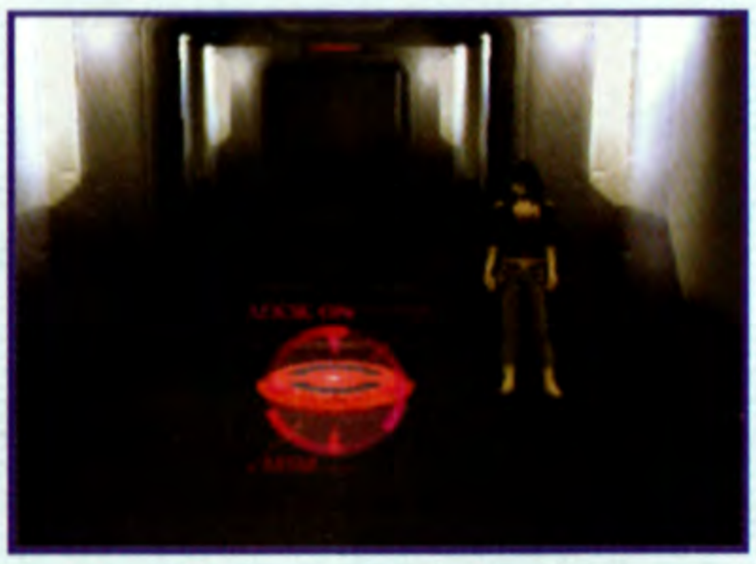
Press the ◉ button while facing people to speak with them, or while facing objects to search them. Doors are also opened the same way. Listen carefully to what people in towns and buildings have to say, and search all manner of objects – sometimes information essential to the game's progress can be unveiled.



DESTROY TARGET

Some objects in Quest Mode can be destroyed by pressing the ▣ button. When a character approaches, the destructible object is automatically locked on to.

When multiple targets exist, the lock-on can be switched to different targets with the L1 and R1 buttons. Items can be obtained from some objects after they are destroyed, so try destroying various objects.



TRAPS

One type of destructible object is a trap. When a trap is destroyed, all enemies within its blast range are immobilized and a battle bonus will be received at the beginning of battle. Traps can be used to gain advantages in battles or to buy time to escape. The color of the trap determines the type of battle bonus.

using the main menu

USING THE MAIN MENU SCREEN

The following elements are contained in the Main Menu Screen.

1 MENU
Refer to each section for descriptions.

2 COMBATANT
Characters who participate in battles.

3 RESERVE
Reserve characters who do not participate in battles.

4 EXTRA
Accompanying members. These characters cannot be controlled.

5 TIME
This shows the amount of time elapsed from the start of the game.

6 HELP
Descriptions of selected items are displayed here.

ITEMS

You can view and use items in your possession. "Items" are normal items that can be used freely, while "Special Items" are used automatically in certain situations.

Items can be obtained after battles are won, when destroying objects in Quest Mode, or during campaigns. Items cannot be purchased in shops, so use them wisely.

ETHER

Quest Mode-usable Ether Skills acquired in the Skills Menu can be used here.

[WHEN OPERATING E.S. ROBOTS]
The E.S. Zebulun is capable of using Ether Skills.
Its Ether Skill set is based on the Ethers that MOMO has learned.

SKILLS

Skills can be acquired by spending S.Pt (Skill Points) earned in battle. After choosing a character, select "Skills" to view and learn skills. An explanation of skill acquisition can be viewed in the Tutorial.

[WHEN OPERATING E.S. ROBOTS]
Only characters can be selected, in the same manner as when not operating E.S. robots.

TECH

Commands and effects of single and double attacks for each character can be viewed here.

[WHEN OPERATING E.S. ROBOTS]
Normal and special attacks for each E.S. robot can be viewed.

Name	Name of attack
Command	Command that executes attack
Partner	Partner needed to perform double attack
Copilot	Copilot needed to perform special attack
Charge	EC amount needed to perform special attack (see pg.13)
Target	"Single" attacks will hit one enemy, while "All" attacks will hit all enemies
Zone	Zone (height) of attack (see pg.15)
Type	Attack type
Range	Distance of attack's effect
Attribute	Attack's attribute
Condition	Condition to perform attack
Effect	Attack's effect

** ITEMS IN GRAY APPEAR WHEN OPERATING E.S. ROBOTS.*

STATUS

Here you can view the status of each character, and equip "Equipped Skills".

[WHEN OPERATING E.S. ROBOTS]
You can view the status of E.S. robots and equip accessories.

Name	Character's name
Lv	Character's level
Position	Combatant: Battle Participant; Reserve: Reserve member
HP	Hit points. Character becomes incapacitated when hit points reach 0
EP	Ether points necessary to use Ether
Next Lv	Experience points needed to reach next level
Total Exp	Experience points earned so far
Str/Pow	Physical attack strength ("Pow" for E.S. robots)
Vit/Arm	Physical defense strength ("Arm" for E.S. robots)
Dex	Dexterity (hit rate)
Eva	Evasion (dodge rate)
Agl	Agility
Eatk	Ether attack strength
Edef	Ether defense strength

using the main menu continued...

EQUIPPING

Characters can equip up to three skills, and E.S. robots up to three accessories. Select a skill or accessory to equip, and press the ◉ button to equip it. Press the ▣ button to enter Remove Mode. When in Remove Mode, press the ◉ button to remove the currently selected item, and press the ▣ button to remove all equipped items. When an item is selected, red status numbers indicate abilities that will improve if the item is equipped, while blue numbers indicate abilities that will weaken.

PARTY

Character positions can be reorganized in the Battle Party menu, and a different leader appointed in the Leader Select menu.

Characters on the left side of the screen are Combatants, who participate in battles, while those on the right side are Reserve members, who do not participate in battles. Reserve Members will slowly recover HP and EP the longer they stay out of battles. The Combatant whose portrait has an "L" mark is the leader, and is the character shown moving about in Quest Mode.

OPTIONS

Various game settings can be configured here. All settings from "Audio output" to "Cursor memory" in the Configuration window can be configured by using the left and right directional buttons or left analog stick.

CONFIGURATION

Audio output	Set the sound output to Stereo, Dolby Pro Logic II, or Mono.
Optical digital output	Choose between 2ch and Dolby Digital 5.1.
Subtitles	Toggle Cinematic Event subtitles ON/OFF.
Vibration	Turn the DUALSHOCK®2 analog controller vibration function ON/OFF.
Menu controls	Configure the Main Menu controls to Basic or Expert. The Expert setting features shortcuts for certain actions.
Cursor memory	Choose whether or not to have the Main Menu cursor position remembered.
Screen adjustment	Calibrate the screen position. Press the ▣ button during calibration to reset the screen to its default position.
Default	Return all Configuration items to their default settings.

INSTRUCTION

Game controls	Displays an illustration of control instructions within the Main Menu.

U.M.N. MENU

The spinning green plates in Quest Mode are called "EVS plates." When the Main Menu is displayed while your character is in contact with one of these plates, the U.M.N. menu will appear. Select this and press the ◉ button to dive from any EVS plate to a previously visited location. To dive out and return to your original location, open the Main Menu and select "U.M.N." again.

battles

Battles occur when encountering enemies in Quest Mode and during some Cinematic Events. Battles also occur while operating E.S. robots, but this section will focus mainly on character battles.

THE BATTLE SCREEN

Battles are won when all enemies have been defeated, after which experience points, class points, and skill points are awarded. Sometimes items can also be obtained. If all party members participating in a battle are incapacitated, the game ends and the Title Screen is displayed. Otherwise, any characters incapacitated during battle recover 1 HP after the battle ends.

CHARACTER BATTLES

E.S. BATTLES

1 **CHARACTER STATUS**
HP represents Hit Points, EP Ether Points consumed when Ether is used, and ST Stock (see pg.13).

2 **E.S. ROBOT STATUS**
HP and EP represent the same points as described in Character Status. EC represents points consumed when using special attacks, similar to Stock.

3 **TARGET CURSOR**
Choose a target to attack with the directional buttons or the left analog stick. Enemies face either "Front" or "Back". Hit rates rise to 100% and critical rates increase by 50% when attacking enemies from the back.

4 **BUTTON & ATTACK INFORMATION**
Attack effects are displayed for each button: □, △, ○ and ✕.

5 **COMMAND MENU**
Display by pressing the ✕ button. Items and Ether can be used from this menu.

6 **TARGET DATA**
The selected target's name, HP, SC (Status Condition - "L" or "H" appear if suffering a status effect, and "S" appears if status is enhanced) and Zone are displayed. Zone is filled out when the enemy's weak zone is discovered.

7 **BOOST GAUGE / ACTION SEQUENCE**
The portion displaying character portraits and enemy icons (M/B/G) indicate the action sequence. This is the turn order of attackers within a given round of combat. The top gauge is the player's Boost Gauge, and the bottom gauge is the enemy's Boost Gauge.

8 **STATUS EFFECTS**
Status effects affecting friendly characters are shown here. Multiple status effects will be displayed in cycle.

9 **IA (INTERCEPT ATTACK)**
This number represents the probability to intercept an enemy's incoming attack after using the Stock command and counterattacking with one's own attack. This number builds when attacking enemies in E.S. combat, and the closer it is to 100, the higher the Intercept Attack's probability. You must use the Stock command before an enemy's turn in order to perform an Intercept Attack. IA is reduced when you are hit with a Critical Hit.

battles continued...

COMMAND MENU

Press the ⊗ button to open the Command Menu, in which items, Ether, and Double Attacks can be used, and characters can be moved or exchanged. Certain conditions must be met to use some commands. Commands in gray cannot be selected. If a character is suffering from a status effect, the name of the condition will be displayed above the Command Menu (see pg.16).

STOCK	Build up one Stock (see pg.13). When operating an E.S., build up 100 EC. Defense is also improved while Stocking.
ETHER	Use acquired Ether. If operating an E.S. robot, only the E.S. Zebulun can use Ether.
ITEM	Use an item in possession. Items cannot be used while operating E.S. robots.
DOUBLE	Perform an acquired double attack (see pg.16). Cannot be performed while operating E.S. robots.
MOVE	Change the location where you stand. You can sometimes move behind enemies to gain a tactical advantage.
CHANGE	Change Combatant and Reserve characters. Other actions cannot be performed while changing characters.
ESCAPE	Flee from battle (cannot be performed in some battles). Only Shion and MOMO can select this, and only E.S. Zebulun when operating an E.S.
SPECIAL	Perform a unique attack (only selectable with KOS-MOS). A certain amount of Stock is expended when executing the attack. When operating an E.S., a special attack is performed (see pg.13).

ACTION SEQUENCE

Battles take place in a turn-based system, in which faster characters move first and more often, as determined by their Agility. The action sequence is shown in the lower right corner of the screen by the order of character portrait icons and icons that represent enemy types. Icons on the left move first.

ENEMY TYPE ICONS: **M** MECHANICAL **B** BIOLOGICAL **G** GNOSIS

EVENT SLOT

Character actions are affected by certain conditions, as indicated to the left of the Action Sequence window. The Event Slot changes each turn in the following order.

** Since Skill Points can only be awarded in character battles, the "SKL" Event Slot has no effect during E.S. robot battles.*

RANDOM EFFECTS

The following effects may occur when the Event Slot changes to Random.

ETHER
Ether damage & recovery increased 50%

TURN CANCEL
Target loses its turn if hit by an attack

REVERSE
Boost Gauge of target increases if attacked

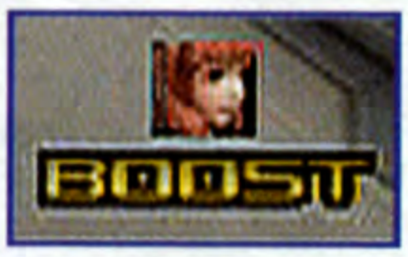
NO EFFECT

BOOST

"Boost" refers to cutting ahead in line in the action sequence during the following turn. The player's Boost Gauge is located above the Action Sequence window, and increases with normal attacks only. When the gauge exceeds its maximum amount, the number to the right increases. Boosts can be performed the amount of times indicated by this number, so you will need to have at least a 1 in order to perform a boost. Performing a boost will decrease the Boost Gauge number by 1.

** In general, the number to the right of the gauge can only build up to 3.*

While displaying the portraits with the R1 or R2 button, press the same color button as the portrait frame of the character you wish to boost (from the left: □ button, △ button, ○ button). You can boost one of your characters during both another character's turn as well as an enemy's turn. Note that in order to boost a character, that character's portrait must not already be displayed in the Action Sequence window (i.e. you can only boost a character whose turn isn't coming up soon).



BASIC ATTACKS

Character battles and E.S. robot battles differ slightly from each other, but basic attacks in both types are performed with the □ button and the △ button. Take into consideration your attack attributes and enemy weak zones when battling.

CHARACTER BATTLES

Basic attacks in character battles consist of combination attacks using the □ and △ buttons, and single attacks using the ○ button. You can execute various other attacks by building up and using Stock.

E.S. ROBOT BATTLES

When battling in an E.S. robot, the □ and △ buttons launch short-range and long-range single attacks, respectively. Special attacks can be performed by charging up energy and selecting a special attack from the SPECIAL menu.

STOCK / ENERGY CHARGES

By using "STOCK" in the Command Menu during character battles, up to three ○ button attacks can be stored up. This is called Stock, and is necessary to perform ○ button combination attacks and double attacks (see pg.16). Commands for each type of attack can be viewed in the Tech Attack Menu of the Main Menu.

During E.S. robot battles, special attacks can be executed in the SPECIAL screen of the Command Menu by using Energy Charge. The EC Gauge (see pg.11) in the Battle Screen shows the current amount of Energy Charge. Energy can be charged up to 200%. One basic attack will charge the gauge by 25%, while using the "STOCK" command will charge it by 100%. Changing copilots in the Party screen of the Main Menu will change the available special attacks a particular E.S. robot can do.

ATTACK ICONS

This section introduces the various icons that appear at the bottom left of the battle screen, representing attack types, attributes, and characteristics. Attack types, attributes, and characteristics are all displayed during attacks.

ATTACK TYPE

PHYSICAL ATTACK

ETHER ATTACK

One or the other appears during attacks.

SHORT RANGE ATTACK

LONG RANGE ATTACK

One or the other appears during attacks.

ATTACK ATTRIBUTE

STRIKE ATTACK / **St**

SLASH ATTACK / **Sl**

PIERCE ATTACK / **Pc**

FIRE ATTACK / **Fi**

ICE ATTACK / **Ic**

THUNDER ATTACK / **Th**

AURA ATTACK / **Au**

BEAM ATTACK / **Bm**

ATTRIBUTE CHAINS

When performing single-person or boost combination attacks using attacks of a single elemental attribute (Fire, Ice, Thunder, Aura, or Beam), bonus damage will be dealt for the number of successful hits. However, if an attack with a different attribute is used, the chain will be broken.

** Abbreviations in black represent attack attributes, and are used in the Main Menu and during battles.*

ATTACK CHARACTERISTIC

AIR ATTACK

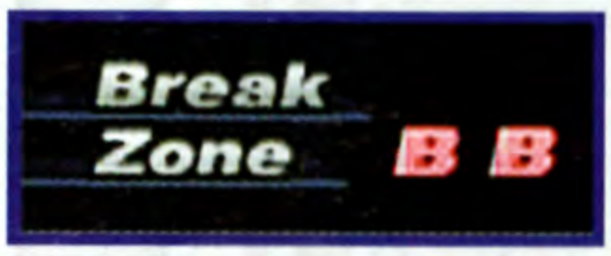
DOWN ATTACK

ZONES

ZONE	ATTACK BUTTON
A 3+ m	◉ button
B 1 - 3 m	■ button / ◉ button
C 0 - 1 m	▲ button / ◉ button

"Zone" refers to the height at which an attack hits an enemy. Zones are classified into three heights: A (high), B (mid), and C (low). Each character executes attacks using a combination of commands (■ button, ▲ button, ◉ button), of which attack heights differ depending on the buttons used.

WEAK ZONES



In addition to weaknesses against attacks of certain attributes such as Fire or Ice, enemies also have weak zones. Weak zones are zones in which enemies are vulnerable to combination attacks such as "B➡C" or "B➡A". When attacking a weak zone, the zone will appear in red letters at the top left of the screen, and the enemy will enter a "Break" state.

ZONE BREAK STATE

When an enemy is attacked in its weak zone, it falls into a "Break" state during which attacks on the enemy inflict 1.5 times their usual damage. Break states usually recover the following turn, but by boosting ahead you can follow up with Air or Down attacks during your boosted character's turn. You can also follow up with Air (using KOS-MOS or Jin) or Down (using chaos or Ziggy) attacks without boosting by using Stock. When attacking enemy weak zones, sometimes a Break Bonus is awarded to the character who breaks through the enemy's defenses, increasing his or her Stock by one.

AIR / DOWN ATTACKS

KOS-MOS and Jin can use Air attacks on enemies in Break states to launch them into the air, while chaos and Ziggy's Down attacks will knock them to the ground. Both attack types cause twice as much damage as usual. When one of the icons below is displayed in the bottom left of the Battle Screen, it means an attack has Air or Down properties. Enemies suspended in the air will drop to the ground on the following turn, and thus will be in the Down state.

AIR PROPERTIES DOWN PROPERTIES

Example: Build up one Stock for KOS-MOS, then break this opponent by attacking its weak zone with the ■ and ▲ buttons (B➡C).

Follow up KOS-MOS' B➡C attack with her Air attack (◉ button)! Boost Shion ahead to continue attacking the enemy while it is still suspended.

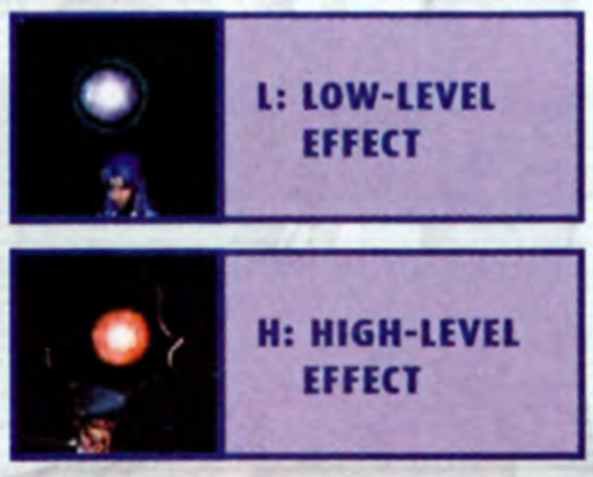
After Shion's attack, the suspended enemy will drop to the ground and will have the Down status for one turn. Now's a good time to boost chaos in and hit the enemy while it's down.

DOUBLE ATTACKS

Select "DOUBLE" from the Command Menu to use certain combinations of characters to perform two-person attacks. Unavailable under normal circumstances, this command can only be selected after a Double Attack has been learned by the character whose turn it currently is, and the other character involved in the Double Attack has boosted ahead. Both characters must also have a certain amount of Stock saved up to perform the attack. Each Double Attack can only be used one time per battle. Most Double Attacks can be learned by completing certain GS Campaign quests, while others can be stolen from certain boss enemies.

STATUS EFFECTS

If a colored sphere appears above a character's head during battle, it means that character is suffering from a status effect. Check the Command Menu screen to find out the type of effect. Status effects are divided into two levels: "L" for low-level effects, and "H" for high-level effects. If a character is hit by the same status effect attack he or she is already suffering from, the effect level will rise from L to H.



LOW-LEVEL EFFECTS
(EFFECTS LAST 5 TURNS)

L Slow	Decreased agility
L Poison	HP decreases by 10% of max value/turn
L Blind	Slightly decreased dexterity & evasion
L Heavy	Slightly decreased physical attack strength
L Weak	Slightly decreased physical defense strength
L Stun	Immobilized*
L Ether PD	Slightly decreased Ether attack
L Ether DD	Slightly decreased Ether defense
L Poison EP	EP decreases by 5 pts/turn
L Charge Down	Energy Charge decreases by 25%***

*50% chance of breaking free when attacked

**10% chance of breaking free when attacked

***Status effect for E.S. robots only

HIGH-LEVEL EFFECTS
(EFFECTS LAST FOR DURATION OF BATTLE)

H Stop	Immobilized (turn skipped)
H Poison	HP decreases by 25% of max value/turn
H Blind	Greatly decreased dexterity & evasion
H Heavy	Greatly decreased physical attack strength
H Weak	Greatly decreased physical defense strength
H Stun	Immobilized**
H Ether PD	Greatly decreased Ether attack
H Ether DD	Greatly decreased Ether defense
H Poison EP	EP consumption doubled
H Charge Down	Energy Charge decreases by 50%***
H Bind	■, ▲ & ● buttons unusable
H Lost	Cannot use Ether
H Boost Lock	Boost negated
Curse	Inflicted with same amount of damage dealt to enemies

When a status effect changes from low level to high level, it changes to the status listed in the same row on the right column of the chart.

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